JURASSIC
THE HUNTED

TEEN
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CONTENT RATED BY ESRB

ACTIVISION®

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®2 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation®2 system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION®2 FORMAT DISC:

- This disc is intended for use only with PlayStation®2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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GETTING STARTED

PlayStation®2 system

Starting a game: Set up your PlayStation®2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Insert the Jurassic: The Hunted disc in the system with the label side facing up. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB) (for PlayStation®2): To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

OVERVIEW

Jurassic: The Hunted is an epic, story-driven first-person shooter set on a dark, mysterious island that connects the modern world with the age of dinosaurs. In Jurassic: The Hunted, you take on the role of Craig Dylan, a weapons and survival expert, hired to protect a researcher sent to study the strange temporal energy of the island and recover whatever is left of the expedition lost on the island over 20 years earlier. Every minute is a fight for survival as Dylan must scavenge weapons, defend barricades, and battle titanic dinosaurs to return to his own time.

THE STORY

On October 5, 1983, an expedition to investigate unexplained phenomenon in the Bermuda Triangle, lead by Dr. James Sayrus, was lost at sea with all hands. Twenty-eight years later, reports of phantom radio transmissions purportedly from the lost Sayrus expedition were intercepted by ships and aircraft passing through the area where his ship was lost.

As a private consultant for Aconite Security, Dylan was hired to escort the daughter of Dr. Sayrus on a search for her father. It was supposed to be a cakewalk – one week of babysitting detail and then nothing to do but count the cash. Of course, no plan's ever perfect and now Dylan's stranded on an island that isn't supposed to exist, surrounded by dinosaurs that aren't supposed to exist, just trying to find a way to get home alive.

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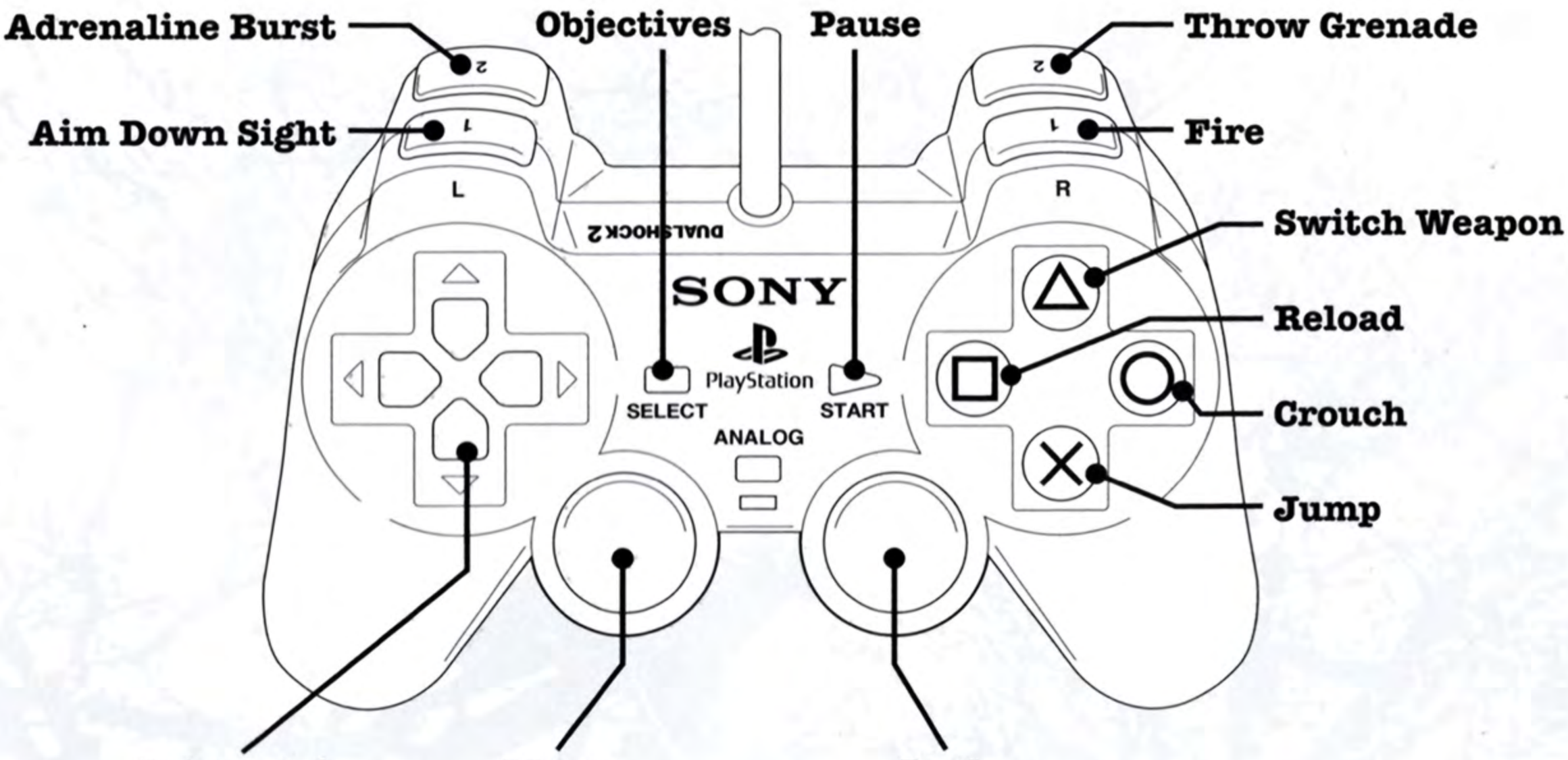
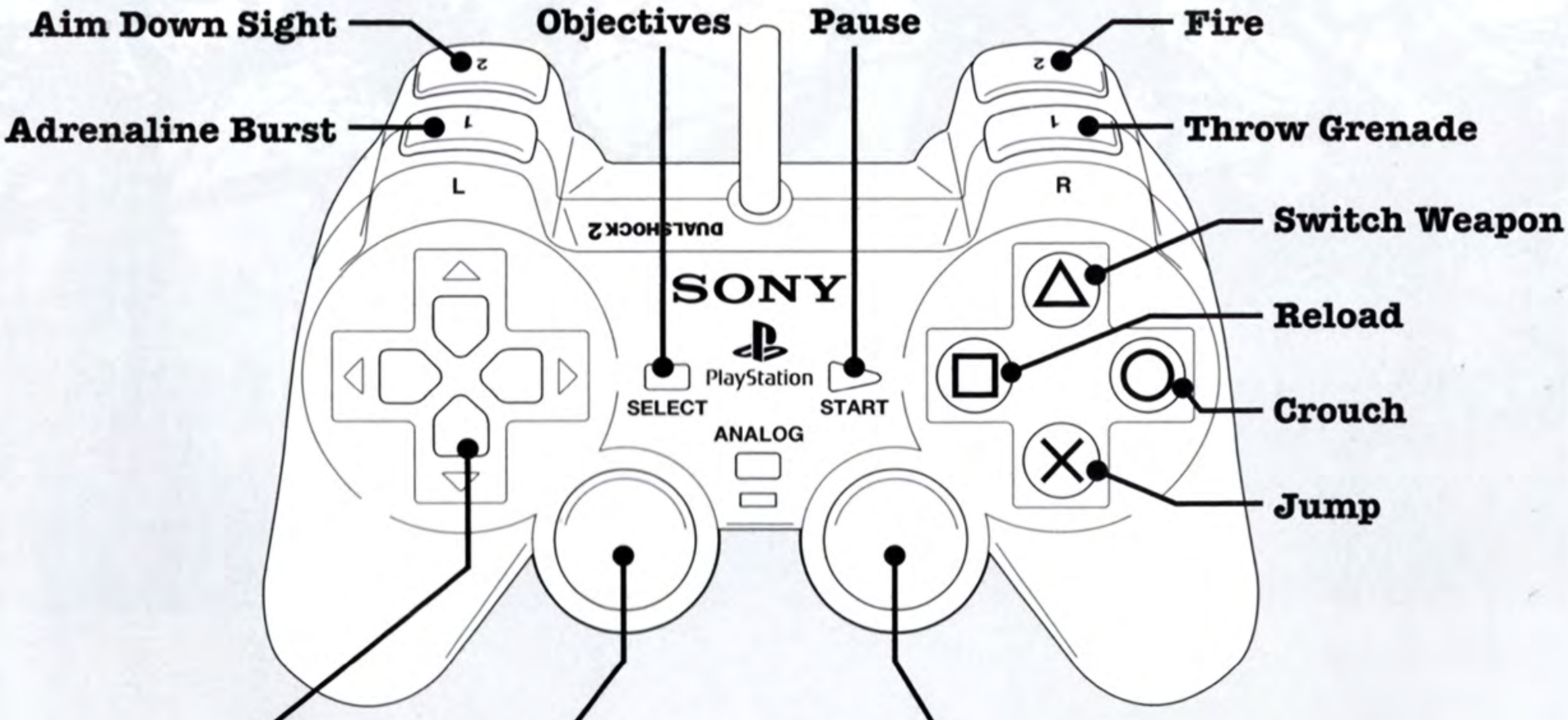
CONTROLS

Layout 1



Layout 2



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ENEMIES

As soon as he hits the island, Dylan realizes he's a long way from home. As you explore the island, you're going to come across all sorts of dinosaurs. Here's some examples of some of the more common ones:

Velociraptor

Small, quick, and dangerous, velociraptors tend to fight in packs. They prefer to dart in and out waiting for a good chance to jump and latch on to you.

Deinonychus

These red 'raptors are straight-forward killing machines. Once they know you're around, every red in the area will rush to your location. As with their smaller cousins, these dinos like to jump in to get a hold of their prey. Use this to your advantage when you're trying to fend 'em off.

Pteranodon

All over the island, you'll run into these eagle-eyed vultures. Keep a wary eye anytime you see their shadow cross your path – you never know when they'll decide to try giving you a swipe.

WEAPONS

Dylan wasn't the only bit of clutter ejected from flight AS239. All around the island, Dylan will come across weapon crates scattered throughout the jungle. These crates aren't always easy to find, so be prepared to look around as you explore the island. Just remember that Dylan can only carry a limited number of guns at a time. Once you hit his limit, he'll put down a weapon each time you try to pick up a new one.

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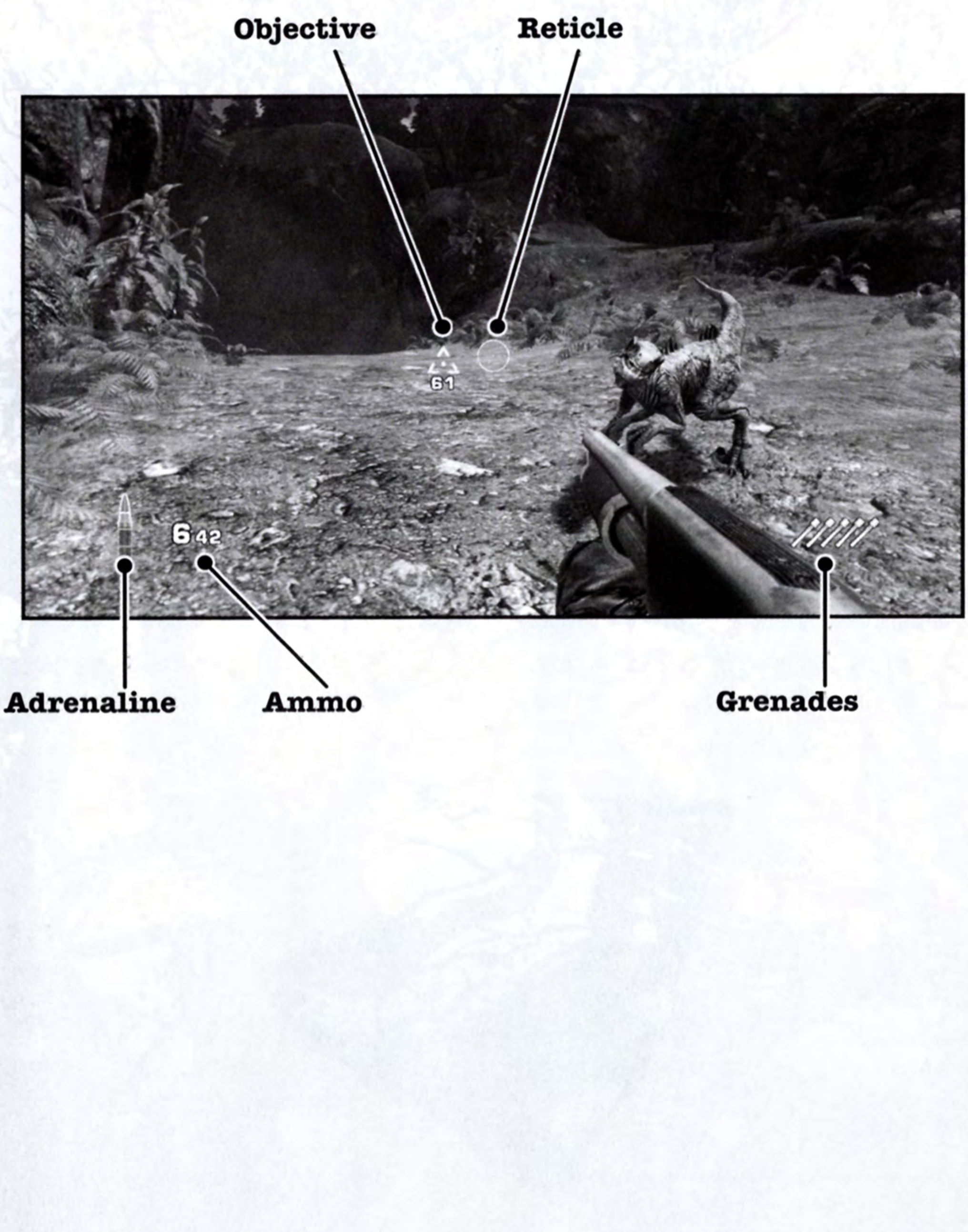
HEADS UP DISPLAY



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TIPS AND TRICKS

Adrenaline Burst – Backed into a corner with a half-dozen raptors staring you down? Then it's time to let Dylan's adrenaline kick in so you can take back control of the situation. When your adrenaline is flowing, you're able to move faster, shoot faster, and hit harder. You only have a few seconds of adrenaline burst available to you at a time, so use it wisely. Once it's gone, it takes a while to recharge your reserves.

Shoot 'em in the head – If you want to down a dino, you're going to need to make your shots count. Whenever possible, aim for the vitals!

Ammunition – If you're running out of ammo, try looking around the area. Ammunition crates are sometimes where you wouldn't expect to find them. Look behind trees and around corners to see if there's a stash of ammunition there. When all else fails, remember that you can always use your melee attack to smack the dinos directly.

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CUSTOMER SUPPORT

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support

Our support section of the Web has the most up-to-date information available. We update the support pages daily, so please check here first for solutions. If you cannot find an answer to your issue, you can submit a question/incident to us using the online support form. A response may take anywhere from 24–72 hours depending on the volume of messages we receive and the nature of your problem.

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